No Frills Software Presents.....

PS Users Utility Disk....PSUUD
A Print Program Plus PS Utilities.

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PS USSERS UTILITY DISK

A COLLECTION OF PRINTSHOP(TM) UTILITIES AND MORE!!

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GETTING STARTED

Welcome to the PS USERS UTILITY DISK (PSUUD). To begin using PSUUD #1, it would be best to read the SETUP section below and start operations from there. Please read the entire manual before attempting to use PSUUD, even though most users can start without any instructions(other than SETUP), we think PSUUD's enjoyment will be enhanced if you fully understand all the operations possible. Insert your disk as you would any other ATARI disk and turn on your computer (turn on printer & interface is using the print portions of the program). You do not need to disable BASIC on XL/XE models, although BASIC is not used, it will be disabled for you. When the disk is loaded, you will see the main menu screen with the options PSUUD can perform. PSUUD is designed to work with any standard ATARI 8bit computer with 48K of memory and at least 1 drive (although 2 drives are better), single or enhanced density. To use the print sections, you also need a dot matrix printer and interface if your printer requires on. Current printer compatibility is for either EPSON(FX-80) or PROWRITER(C.Itoh 8510) or compatibles. THe program has been tested on Epsons, Star NX-10/1000's,

Panasonic series(1080-1092) and the Prowriters. Other printers which are true EPSON compatibles should work fine. Printers not quite compatible see SETUP. There are 9 major areas to the disk, many having more than one function.

1) PICTURE VIEWER. The viewer allows you to load your PrintShop (hereafter called PS) icons for viewing on screen.
2) GRAPHIC CATALOGER. The cataloger allows you to print your icons to a dot-matrix printer, 7 icons across by 10 rows per page, thereby fitting a "full" disk of 128 icons on two 8&1/2 X 11 pages.
3) BORDER CATALOGER. This cataloger does the same as #2 with borders.
4) FONT CATALOGER. THis one does the same for fonts on a disk.
5) TRANSFER. This option allows the transfer of PS icons from disk to disk.
6) DELETE/UNDELETE/RENAME. This option allows any PS file to be deleted, renamed or undeleted(if not saved over by new material).
7) BOOKMARK/COUPON/CACHET MAKER. This option allows 16 different sizes of rectangles to be made, using PS materials plus ATARI standard fonts. The box can contain a PS border, PS font, 2 PS icons, and an ATARI 8x8 font (depending on size of rectangle chosen).
8) LABEL MAKER. This option allows PS icons to be added to 4 different sizes of labels. Options include auto-numbering and saving designs to disk.
9) SETUP. This sections allows selection of printer type (Prowriter & EPSON compatibles) or drives.

COMMON TO MORE THAN ONE AREA

Some functions are common to more than one area. For example, in most options you can search for icons, fonts or borders be several methods. In the lower left corner there is a rectangle for most options that presents your choices within that option. For example, in the picture viewer section, you are given 3 choices: ALL, PICK or START AT. Use the cursor keys (the up, down arrows for this function) to select one of the options. If you select ALL, you are then presented with a request for search specifications (narrow band near scree center). If you press RETURN at this time, the viewer will load all the icons on the disk, 4 at a time, onto the screen. You are also asked if you wish to search the disk in alphabetical order (screen prompts will take you through the choice). The icons will then be put on the screen. The second choice is PICK. If you choose this function, you may "PICK" which icons to view from the screen. Pressing RETURN when asked for search specs will cause the program to read a directory of PS icons from the drive you select in the SETUP section. When the directory is loaded it will appear on screen. At this time you may select the icons by using the cursor keys (up/down, left/right) to move the arrows on screen to the icon(s) you want. Press RETURN at each icon you desire to use, press SPACE BAR to see more of the directory and continue your choices. You may select as many icons as you wish, there is no limit. The program will use the selected choices as each section permits. The third selection you can make is START AT. If you choose this function, you may start the viewing at a particular icon and continue through the end of the disk. Each of the 3 possible functions also features the ability to specify the search specifications with the exact name of the

icon to use, or when asked for search specifications, you may also use wildcard search. Since PS uses the standard ATARI wildcards as legal characters in names, we use a @ sign for our wildcard. When search specs are asked for, using @L, for example, will yield all icons that have an "L" in their name. Using @LOAF will give all icons that have "LOAF" anywhere in their names. Entering L@ at this point would give all icons that start with L and have any other characters, or even "L" itself. Using search specs, you can therefore rapidly search for an icon you "sort of" know the name of.

The Search functions work for the viewer, icon - font - and border catalogers, transfer section, and rename section. In addition, the options of ALL, PICK, & START AT also work the same way in these sections. All sections also use the cursor keys in the same manner to make selections, although different sections may use a different key to display additional icons from the directory. For example, while SPACE BAR is used in most sections, in the label maker & bookmark maker, RETURN is used to see more, and ESC(escape) is used to tell the program you're ready to make your selection. In all cases, the screen will also tell you what keys to use.

Another constant in the program is that drive one in a multi-drive setup is always the program drive and drive "X" is always the drive that reads and writes are performed to. The lone exception to this is that the transfer option performs all reads from drive one and writes to drive "X". By drive "X" is meant that the drive chosen in the setup section is your second or read/write drive if you have more than one drive.

One more common trait is that you can move backwards in the program by pressing ESCAPE (esc) in most areas. Is ESC is used for selection (as in the label maker) pressing ESC will not take you back to the prior MENU. ESC will also not function in this way from the MAIN MENU. Now let's look at the details of each section, keeping in mind the common traits.

1) PICTURE(ICON) VIEWER
The viewer allows you to load your PS icons either as a group or individually. You may choose one of 3 options from the viewer menu by using the up/down keys to choose the selection method you want and pressing RETURN when the correct choice is hi-lited (most choices from PSUUD's menus work in this way). By choosing ALL, you may view all the icons, 4 at a time, in either the order on disk or alphabetically (screen prompts will show your choice). You may also choose ALL with the search specs mentioned earlier (see common traits above) or icons with names of your choice. You may also PICK icons individually or as a group (using the wildcard) by choosing the PICK option and picking the icons to view with the cursor keys. Pressing RETURN when the cursor is by any icon will select that icon, pressing again will de-select the icon. The 3rd option of START AT can select icons starting at the name you specify, or you can use the wildcard option to see several possible starting points. Choosing MAIN at this point will return you to the main menu.

2) GRAPHIC CATALOGER. This function will allow you to print out a catalog os PS icons to your printer. Icons will print out 70 to a page or 2 pages fitting on 2 pages of form feed paper. Sheet paper is also

supported(see screen prompts). The same options for picking the icons are presented here as in the viewer section. Before printing, you will be asked whether you are using single sheets or continuous paper, use cursor keys to select the paper you are using and press RETURN to print.

3) BORDER CATALOGER. Same as the graphic cataloger, but for Borders. ALl operations work the same.

4) FONT CATALOGER. Again, same as the graphic cataloger, but for fonts. One note, to use the original PS materials you will need to transfer original graphics, fonts & borders from PS (using the editors in PS COMPANION) to your own data disk.

5) TRANSFER. The transfer function is especially helpful for those who need to organize your PS icon libraries into related material. It will transfer as many icons as you want (using the same selection process as described earlier). In a single drive setup, both reading and writing will be done from the same drive. In a multi-drive setup, reading will be done from drive 1 and writing to the drive chosen in SETUP. One note... the new disk will have the icons saved in PS COMPANION form rather than the original PRINTSHOP's form. Although this material is still compatible with either PS or COMPANION, some programs do not read in directory information from a COMPANION form disk (such as original versions of ANTIC Magazine's PS Label Maker--before update in later I/O column), many do not realize there is a difference between the two. In ANTIC's label program, you can type in the name of a COMPANION made icon, but the program would not read the directory to the screen. Be assured that the icons transferred with this function are true PS and PS COMPANION compatible. When using transfer, you can format the PS disk to write from this program or use an already PS formated disk. Follow the screen prompt which asks for your selections, then once you've selected all icons to transfer, press T to start the transfer process. If using more than one drive, all you need do is wait until the process is completed (if your destination disk has enough room). The screen will also tell you how many icons are on the disk you are transferring from, and how many you have chosen to move. Once transfer is complete, you can return to the MAIN MENU by selecting this option and pressing RETURN.

6) UNDELETE/RENAME/DELETE. This is on side 2, the screen will prompt you to change sides or you may do this in advance. From this option you may alphabetize the entire disk or carry out the other functions. All other functions are used by choosing RENAME. After you select RENAME and press RETURN, you may select icons to delete, undelete (if you have not saved new icons over them since deletion), or rename. This time, when you select each icon, you will be asked by prompts whether you want to delete the chosen icon, undelete it, or rename it completely. Deleted icons are also read on screen, but if deleted with other programs (such as XLENT Software's PS Interface, you may need to rename the graphic so that a name makes sense). For example, an icon named DOG that was deleted with PS Interface when deleted will lose the first character and when undeleted will be named OG. Rename it with PSUUD before saving back to DOG. You also get another chance to change your

mind as you will be asked whether to save changes to disk or not before leaving this function.

7) BOOKMARK/COUPON MAKER. This section is the most complicated and powerful section. We have combined the ability to make 16 different sizes of boxes here. Even this section can be run from a 48K machine although the PRINT part of the option loads in separately, otherwise PS fonts take up too much room in 48K to load the whole program at once. There are 2 widths and 8 heights. In these rectangles you can use the following elements to make your design; PS icons (2 different icons possible), a PS font (number of characters & lines depends on the size of the font), a PS border to outline the box, and standard ATARI fonts (found in many programs they occupy 9 sectors, so are sometimes called 9 sector fonts or 8x8 fonts--need FNT as the name of the extension in their name). The larger the rectangle you are designing, the more of these elements you can fit in. One important note on the design section is that when you can fit in. One important note on this section is that we advise saving your design before printing. Although the design is not lost after printing (you can use the RETURN option to get back to the design section) if you mess up something with the printer the design could be lost. As stated earlier, to fit this section in 48K, the printing section loads separately.

In this section you are first presented with several options. The first option is LOAD. There are 5 choices here. Return to the first (MAIN) menu by pressing ESC. Options 1-3, PS loads; you can load borders, icons or fonts. Options 4/5, DOS loads; you can load ATARI fonts or DESIGNS you have made. Hi-lite what you want to load, press RETURN to load it. Follow the prompts to continue.

The SAVE option allows saving your designs. Any design you make can be saved and edited later, so work doesn't have to be repeated. An 8 character filename with ".BKM" as an extension is used. Pressing RETURN only, will show any BKM files on disk. The only material you need reload later would be the PS font file used.

The EDIT option. Escape will erase any object from the design. There are 5 options here. Return to the first menu by pressing ESCAPE. The box in the upper left of the screen is a representation of the design. GR POS lets you place Graphic 1(G1) or Graphic 2(G2) anywhere it will fit in the design. PS TEXT lets you edit the text of the PS font and place it is the design. Up to 6 lines of PS text are possible, depending on font size and the room available. More text can fit on a wide design than a narrow one(see EDIT SIZE later). AT TEXT (Atari text) works the same way as PS TEXT except that these are Atari fonts and you have some editing control. For AT TEXT, CONTROL-TAB will center a line of text, CONTROL-RIGHT ARROW will justify a line to the right, CONTROL-LEFT ARROW will justify a line to the left, CONTROL-DELETE erases a line(this one also works with PS TEXT), RETURN goes to the next line(PS TEXT too) and continuing to press RETURN will return you to the top, ESCAPE tells the program you're done editing. If no ATARI font is loaded, the program will use the internal font which is labeled "Standard.fnt" on screen. If a font is loaded, it's name & some characters are displayed on screen. When you first select EDIT AT TEXT, you are asked "Use loaded/Standard font?" If you choose Standard, then the loaded font name is erased, but the characters are still there to show the font is still in memory, but will not be used. You can select

the loaded font at a later time. EDIT BORDER: allows you to select/de-select the border and is reflected in the upper screen. EDIT SIZE: There are two different widths to choose & 8 heights. Wide width will print 2 wide on a page, narrow will print 3 wide (if desired, you can print one design by choosing 1 copy to print under print options below). If you have already entered text, changing width or height can affect your work and make areas overlap, be careful when choosing smaller sizes. If you go from wide to narrow, some text can be lost from PS & AT text areas. This also applies to changing a previously saved design. Some text may also spill over into other elements like the border. It is a good idea to keep track of the options for size used in saved designs for this reason. One height unit is equal to one box of AT text. When you choose a new height, it is reflected in the SIZE indicator & in the bookmark representation in the upper screen. You are not allowed to choose a smaller size if an object is located in part of the design that would be cut off to accomodate the smaller size.

PRINT OPTION: this option loads the print routine in. You may choose up to 999 printouts (pages depends on how many fit across). If you choose zero, the program will print however many are needed to fill a page (8&1/2 x 11). During printing you may abort printing by pressing escape(ESC). After printing you can choose one of 3 options; PRINT will allow continued printing of the current design, RETURN will reload the DESIGN section, and MAIN will reload the main menu. When returning to the MAIN from this section, label maker or rename section, please remember to put side A back into the drive, prompts will remind you if you do not.

8) LABEL MAKER. The label maker section allows using PS icons with your labels. A PS icon can be placed on the left side of the label (or you can choose not to have an icon). The label maker uses standard ATARI fonts as used in the Bookmark/coupon maker, or the internal set. Four sizes of labels are possible; a) 3&1/2" x 15/16", b) 3&1/2" x 1&7/16", c) 2&3/4" x 1&15/16", and d) 5" x 15/16". These sizes were chosen for 2 reasons; one being that thay are relatively commonly available (although sometimes in only large quantities), and the second reason is that we picked sizes for their functional use. The 1st size is standard mailing label size, the second is the same width but allows 4 more lines of text, the third is suited to a 3&1/2" disk or the top label on videotapes, and the fourth is a good size for longer lines of text or the spine label of a videotape. While a spine label should actually be a bit shorter in height, like 7/8" or 13/16", we weighed this against the fact that these special use labels are much harder to find and are often about 2 to 3 times more costly.

The options for the label maker are: LOAD, SAVE, EDIT, and PRINT.
LOAD: You may select LOAD, then select loading a graphic(PS icon), AT FONT (ATARI font), or a DESIGN (a label you've previously saved). When choosing a PS GRAPHIC, the icon will be displayed in the upper window. AT FONTSs loaded will display the ATARI 8x8 font and show some characters in the display. Choosing DESIGN to load will cause a directory read in the read/write drive, which will show DOS files with an "LBL" extension. These are the labels you have previously saved. Press ESC to return to the 1st menu.
SAVE: You may save the label you have designed with all its

elements. The bookmark maker also saves its designs, but does need to reload PS fonts later. The label maker stores all information in the design including size, font, graphic, text and status of auto line numbering. Pressing RETURN gives a disk directory of all "LBL" files. Type in the filename to save the design (the 1st 8 characters for a DOS name only).

EDIT: You can choose to edit; a GRAPHIC(icon), TEXT, EDIT SIZE, or AUTO NUM(auto numbering). Choosong to edit GRAPHIC allows the user to include/not include the current loaded graphic on the label. Choosing to edit TEST allows you to enter or edit the text desired. Virtually every ATARI character is allowed including all graphic symbols. A different amount of text is allowed based on the size of the label. You can use or not use the current loaded font on your label (the 1st prompt, if a font is loaded). Press ESC when done entering text and a box with "TEXT" in it appears in the window of the label box. If you erase all the text, the text box will also be erased. The same text edit controls function for the label maker as for AT TEXT in the bookmark maker: CONTROL-DELETE will clear a line, CONTROL-TAB centers a line, CONTROL-RIGHT ARROW right justifies a line, CONTROL-LEFT ARROW left justifies a line, RETURN will go to the next line, and ESCAPE will tell the program you're done editing. Choosing EDIT SIZE allows you to choose one of the 4 sizes available for labels. Choose the size by moving the menu bar with the cursor keys. The screen representation of the label is updated as a change is made. Choosing AUTO NUM, you are asked if you want to number the labels. If you choose NO, the upper screen will show NUM:OFF. If YES, you will be asked to enter the starting number and increment, which will be shown on screen after NUM: in the upper window. For example, if the upper window shows NUM:2,1, the labels will be numbered starting at 2 and incremented by 1. The number on the label appears in the lower left corner. Using PS icons which are very large vertically and using numbers in auto that are 3 or more digits may force the numbers to override part of the PS icon. The number will take priority. The auto number routine is especially useful if using the labels as a means of labeling inventory and similar functions.

PRINT: The PRINT option allows choosing LABEL or FILE to print. If choosing LABEL, the program first asks how many labels you want. After the printing begins, you can press ESCAPE to abort printing. It may be useful to test the printing by choosing 1 for number to print, so that you can use this time to align your printer with the labels. The program basically prints immediately, so lining up the top of the label with the top pin of the printhead is the result you want. The FILE option is a kind of mail merge for the labels. Allowing printing of an ASCII file done with a word processor. You can print an ASCII file ONLY, with this option. You first SELECT FILE and press RETURN, selecting the file to print from the directory on screen (when choosing FILE, the program looks for DOS files in the read/write drive), by using the menubar to select the file and press RETURN. You are then asked how many "LINES PER RECORD?" This can be almost any number upp to the maximum number of lines that each label can handle. For the sizes given before, size a)=7 lines/26 characters wide, size b)=11 lines/26 characters, size c)=15 lines/20 characters, size d)=7 lines/36 characters. If you exceed the limits in your ASCII text file, strange results can occur. You should make sure that the number of lines per

record entered matches up with the structure of your ASCII file. Basically, you can use a word processor to type your addresses in the format handled above, and print from this file is saved in ASCII. Next, you are asked how many of each label to print, up to 999 is allowed. If you choose to print more than one of each label and the auto numbering is on, then the following prompt appears, INCREMENT:DIFF ALL. Choosing DIFF means only different labels will be incremented for auto numbering (i.e. you will have, for example, 3 labels numbered 1, 3 numbered 2, etc.). Choosing ALL means every label that is printed will be incremented and numbered accordingly.
MAIN: Goes back to the main menu.

9) SETUP. THe SETUP section allows choosing the printer type and drive number for your data drive. For printer selection, you can choose either EPSON or PROWRITER printers given with this program. These will also work for true compatibles as well. It is also possible to change some of the printer settings in these configuration files to give better results with not-fully compatible compatibles (the .CFG files on disk side B). However, as there is not room on the disk to put .CFG files with comments as to what these codes are for. So if you have printers other than true compatibles (EPSON & PROWRITER), you may send a self-addressed stamped envelope for details on how to use a word processor to make these changes. Most printers should be able to function with the two files given. The disk is shipped with default settings, so the SETUP section is the first one you should go through to get the proper printer & drive settings. Follow the prompts after choosing PRINTER setup from the menu to choose the printer you wish to use. Be sure that no write protect tabs are used, otherwise new printer or drive data cannot be written to the disk. The second option is DRIVE. When you select DRIVE to setup, you are given the option of drive numbers of 1 to 8. Choose the drive you wish to use as your data (or second drive). This is the drive to be used for all read/write functions(except transfer as noted earlier). Since this is also written to disk, again, be sure the protect notch is left open.

That's about all there is to say. Any problems or questions you might have, we would appreciate hearing about them. Send to: NO FRILLS SOFTWARE, 800 E. 23rd St., Kearney, NE. 68847.

COPY PROTECTION: This disk is NOT copy protected in any way, as this is something we do not believe in. So you can put this on hard disk, or use in other ways protected disks could not. However, we must point out that the ATARI world is facing almost certain extinction for several reasons, piracy being only one (others include distributors cutting out ATARI programs, dealers not carriny items, ATARI the company and more). After discussing this topic with large & small software companies, distributors & users, we think that as things stand now, ATARI software may be almost nonexistant for the 8bit machines in 2 years or less. The only way users can prevent this is to buy available software, stop piracy, and continue to pressure companies to make more ATARI products. All we are saying here regarding copy protection, is that we do not protect the disk, so that you can make backups for your own use (please do so first thing, by the way). However, we estimate that every 50 illegal copies made of this disk will probably cut another potential program we could make, so the

future of ATARI software is partially in your hands.

OTHER PROGRAMS: We have several other ATARI programs we have made, bought, or distribute for the authors, as well as thousands of PrintShop icons, borders & fonts, so if you've bought this program from a dealer please send in your warranty card to receive our catalog. New programs depend on several things; 1) Decent sales of current products, 2) the availability of programmers to perform the work, 3)willingness of large companies to allow licenses for ATARI projects to be made (they won't make them themselves) from versions of their own programs. Right now we could use programming work on several projects, but do not have the bodies to do this. We pay the highest royalties in the computer world, but even this is not enough to get 8bit work done today. If you know of competent ATARI programmers have them contact us or let us know how to contact them, we'd like to do whatever possible to keep 8bit programs coming out. CALL us at (308)234-6250 ask for ED or write to the address above. WE do feel that if enough ATARI owners worked at the 8bit problems we could make the 8bit survive despite old/new ATARI , low sales, and the concerted attempts by the computer world to put it to rest.